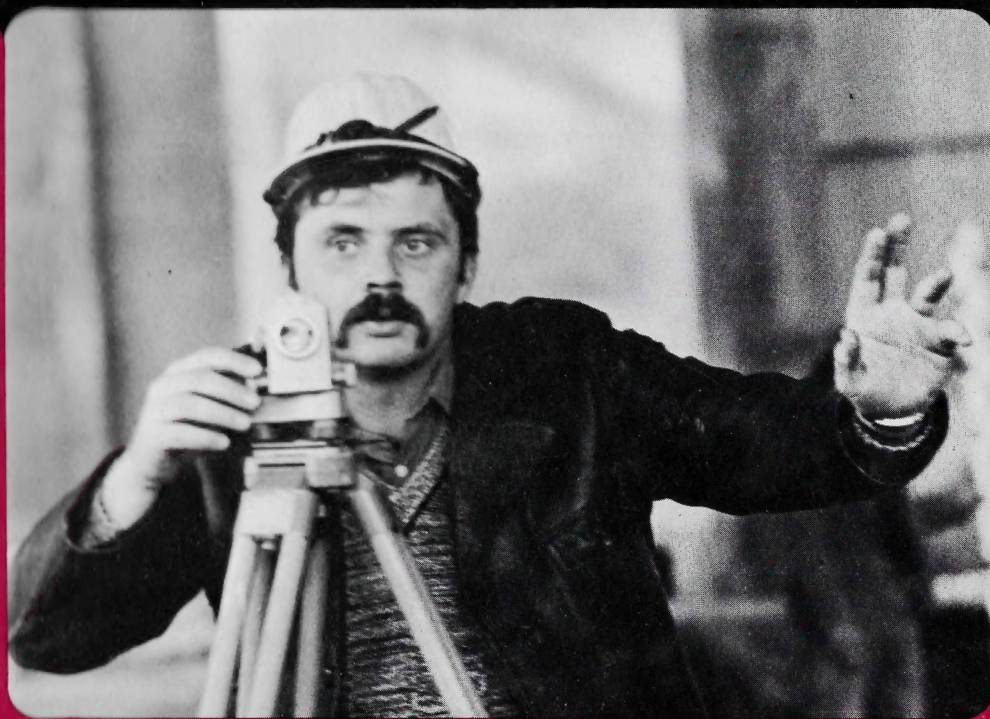*Five Ways Software*

Approximation, estimation, and standard form

Designer
Tony Clements

Programmers
Mark Peplow
Luke Porter

Heinemann Computers in Education

This program is designed to develop the mathematical skills of approximating numbers, estimating products and quotients, and converting floating point notation to standard form and vice versa. The computer generates questions to the level of difficulty set by the user, and keeps count of the pupil's score.

Two attempts at each question are allowed before the correct answer is supplied; if the first attempt at an approximation is incorrect a hint will be given to help the pupil find the right answer. When estimating a product or a quotient the user can also set accuracy limits outside which the answer will be rejected. Bonus points which depend on the level of difficulty are available for these questions.

The teacher can use the program to provide graded practice in a selected topic to suit the requirements of a particular pupil or group. The visual display should stimulate the less motivated pupil, and encourage confidence in manipulating numbers among middle-school pupils.

Five Ways Software is a series of resource materials for teaching and learning with the aid of microcomputers. The programs have been designed by teachers and written so that those with little or no knowledge of computers can use the disks with confidence and ease.